

a given station and transaction data (such as prices) rung up on the cash register at said station are presented on a television monitor. Signals for these combined images are also stored on video tape together with coded signals related to transaction data to achieve computerized editing.

In contrast, the present invention, as recited in the rejected claims, recites, "generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine." Clever does not teach: "generating a sequence of game presentation frames used in a video game presentation." Clever describes a surveillance system requiring cameras for recording images where in some instances the recorded images may be edited. The present invention can use images recorded from a camera in generating a game presentation frame (see Claim 39). However, the present invention is not limited to using recorded images from a camera because the gaming machine is capable of generating game presentation frames used in a video game presentation. Therefore, Clever can't be said to anticipate claims 1-4, 8-10, 37-38, 41, 43, 45, 51 and 61 and withdrawal of the rejections is respectfully requested.

Rejections under 35 U.S.C. § 103

The Examiner rejected claims 5, 7, 39, 40 and 42 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Cumbers (US patent No. 6, 234, 900). The rejection is respectfully traversed.

As described above, Clever et al. requires a camera for recording images. In Cumbers, a camera must also be used to record an image. Cumbers (Abstract) describes "a system and method is set forth for tracking the play of players playing gaming devices such as slot machines through passive identification of the players. When the player plays the slot machine, a camera scans the player and acquires image data which is compared to stored data to identify the player."

In the present invention, Claim 7, recites, "generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame; ... incorporating a player image of a player being presented the game presentation on the gaming machine into the game history frame." Cumbers teaches recording an image of a player using a camera for identification purposes. Examiner asserts that the player image could be inserted into the images recorded in Clever, which also requires a camera. However, the combination of Clever and Cumbers, alone or in combination do not teach or

suggest i) “generating a sequence of game presentation frames used in a video game presentation,” instead they teach recording images that can be edited or analyzed in some manner. Since the generation of the game presentation frames is not taught or suggested, it is also not taught to select “a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;” to incorporate “frame data from the selected game presentation frame into a game history frame” and to incorporate “a player image of a player being presented the game presentation on the gaming machine into the game history frame.” Therefore, Clever and Cumbers, alone or in combination can’t be said to render obvious the invention as recited in Claims 5, 7, 39, 40 and 42 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 11-16 and 18, 22 and 23 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Alcorn et al (U.S. patent No. 6, 149, 522). The rejection is respectfully traversed.

Alcorn, et al. does not describe game history frames.

The present invention, as recited in claims 11-16 and 18, 22 and 23, “generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame.” Since Clever does not describe “generating a sequence of game presentation frames used in a video game presentation”, one of the game presentation frames can not be selected and incorporated into a game history frame. Alcorn, et al, does not describe game history frames. Therefore, the combination of Clever and Alcorn, et al, can’t be said to teach or suggest a game history frame with the limitations described above. Thus, Clever and Alcorn, et al., alone or in combination can’t be said to render obvious the invention as recited in Claims 11-16 and 18, 22 and 23 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 17, 19, 24 and 44 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Alcorn et al (U.S. patent No. 6, 149, 522) further in view of Acres (US patent No. 6, 319, 125). The rejection is respectfully traversed.

Acres and Alcorn et al. do not describe game history frames.

The present invention, as recited in claim 17, 19, 24 and 44, describes “generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected

game presentation frame into a game history frame.” Since Clever does not describe “generating a sequence of game presentation frames used in a video game presentation”, one of the game presentation frames can not be selected and incorporated into a game history frame. Alcorn, et al, and Acres do not describe game history frames. Therefore, the combination of Clever, Alcorn, et al, and Acres can’t be said to teach or suggest a game history frame with the limitations described above. Thus, Clever, Alcorn, et al., and Acres alone or in combination can’t be said to render obvious the invention as recited in Claims 17, 19, 24 and 44 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 20-21 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Alcorn et al (U.S. patent No. 6, 149, 522) further in view of Acres (US patent No. 6, 319, 125) further in view of Sanford II et al. The rejection is respectfully traversed.

Acres, Alcorn et al. and Sanford II each do not describe game history frames.

The present invention, as recited in claim 20-21 describes “generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame.” Since Clever does not describe “generating a sequence of game presentation frames used in a video game presentation”, one of the game presentation frames can not be selected and incorporated into a game history frame. Alcorn, et al, Acres and Sandford II each do not describe game history frames. Therefore, the combination of Clever, Alcorn, et al, and Acres can’t be said to teach or suggest a game history frame with the limitations described above. Thus, Clever, Alcorn, et al., Acres and Sanford alone or in combination can’t be said to render obvious the invention as recited in Claims 20-21 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 25-26 and 30-36 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Alcorn et al (U.S. patent No. 6, 149, 522). The rejection is respectfully traversed.

Alcorn, et al. does not describe game history frames.

The present invention, as recited in claims 25-26 and 30-36, describes “generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame.” Since Clever does not describe “generating a sequence of game presentation frames used in a video game presentation”, one of the game presentation frames can not be selected and incorporated into a game history frame. Alcorn, et al,

does not describe game history frames. Therefore, the combination of Clever and Alcorn, et al, can't be said to teach or suggest a game history frame with the limitations described above. Thus, Clever and Alcorn, et al., alone or in combination can't be said to render obvious the invention as recited in Claims 25-26 and 30-36 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 27-29 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Alcorn et al (U.S. patent No. 6, 149, 522) further in view of Slye, et al. (US patent No. 5, 395,242). The rejection is respectfully traversed.

Alcorn et al. do not describe game history frames.

Slye, et al. describes recording a number commands during a game simulation and regenerating the simulation with the recorded commands (Col. 2, 50-67). The actual frames generated in the simulation, however, are not stored.

The present invention, as recited in claim 27-29, describes "generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame." Since Clever does not describe "generating a sequence of game presentation frames used in a video game presentation", one of the game presentation frames can not be selected and incorporated into a game history frame. Alcorn, et al, do not describe game history frames. Slye, et al. describes saving a number of commands but not saving the actual frames "stored in a frame buffer" that are generated during the simulation. Therefore, the combination of Clever, Alcorn, et al, and Slye et al. can't be said to teach or suggest a game history frame with the limitations described above because the frames that are generated are never stored. Thus, Clever, Alcorn, et al., and Slye et al. alone or in combination can't be said to render obvious the invention as recited in Claims 27-29 and withdrawal of the rejection is respectfully requested.

The Examiner rejected claims 52 under U.S.C. 103 (a) as being unpatentable over Clever et al. (US Patent No. 4,237, 483) in view of Slye, et al. (US patent No. 5, 395,242). The rejection is respectfully traversed.

Slye, et al. describes recording a number commands during a game simulation and regenerating the simulation with the recorded commands (Col. 2, 50-67). The actual frames generated in the simulation, however, are not stored.

The present invention, as recited in claim 27-29, describes "generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer; selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames; incorporating frame data from the selected game presentation frame into a game history frame." Since Clever does not describe "generating a

sequence of game presentation frames used in a video game presentation”, one of the game presentation frames can not be selected and incorporated into a game history frame. Slye, et al. describes saving a number of commands but not saving the actual frames “stored in a frame buffer” that are generated during the simulation. Therefore, the combination of Clever and Slye et al. can’t be said to teach or suggest a game history frame with the limitations described above because the frames that are generated are never stored. Thus, Clever and Slye et al. alone or in combination can’t be said to render obvious the invention as recited in Claims 52 and withdrawal of the rejection is respectfully requested.

Applicant believes that all pending claims are allowable and respectfully requests a Notice of Allowance for this application from the Examiner. Should the Examiner believe that a telephone conference would expedite the prosecution of this application, the undersigned can be reached at the telephone number set out below.

Respectfully submitted,
BEYER WEAVER & THOMAS, LLP

A handwritten signature in black ink, appearing to read "David P. Olynick", is written over the printed name.

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APPENDIX A: Pending Claims

1. In a gaming machine including a master gaming controller, a display device and a memory device, a method of capturing a game history, the method comprising:

generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;

selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating frame data from the selected game presentation frame into a game history frame;

storing the game history frame in the memory device.

2. The method of claim 1, further comprising:

outputting the selected game presentation frame stored in the frame buffer to a display device.

3. The method of claim 1, further comprising:

discarding the selected game presentation frame stored in the frame buffer.

4. The method of claim 1, further comprising:

copying the frame data from selected game presentation frame stored in the frame buffer to a memory device;

modifying the frame data.

5. The method of claim 1, wherein the video game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

6. The method of claim 1, further comprising:

outputting the game history frame to at least one of a video display and a printer.

7. The method of claim 1, further comprising:
incorporating a player image of a player being presented the game presentation on the gaming machine into the game history frame.
8. The method of claim 1, further comprising:
incorporating game history information corresponding to the game presentation being presented on the gaming machine into the game history frame.
9. The method of claim 8, wherein the game history information is selected from the group consisting of player tracking information, player identification information, a date, a time, an amount wagered, an amount won, an amount lost, a game denomination, random numbers generated, a game payable, a game name, game specific information and critical data.
10. The method of claim 1, wherein the game history frame contains frame data substantially identical to a game presentation frame data used in the game presentation.
11. (Amended) On a gaming machine including a master gaming controller, a frame buffer and a non-volatile storage device, a method of preserving a game history, the method comprising:
generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;
capturing a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;
incorporating frame data from the captured game presentation frame into a game history frame;
generating a game history frame signature to unambiguously identify the game history frame using game history frame data comprising the game history frame;
storing one or more of the game history frame data, the game history frame and the game history frame signature and combinations thereof to the non-volatile storage device; and
displaying another frame in the sequence of frames without capturing it.
12. The method of claim 11, further comprising:
capturing game history information.

13. The method claim 11, wherein the game history frame signature includes at least one of a CRC, a checksum and a hash value.

14. The method of claim 11, wherein the non-volatile storage device is at least one of a battery powered RAM, a flash memory, a hard drive and a mass storage device.

15. The method of claim 11, wherein the game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

16. The method of claim 11, wherein the game history frame data includes image data.

17. The method of claim 11, wherein the non-volatile storage device is located outside the gaming machine.

18. The method of claim 11, further comprising:
transmitting the at least one game history frame to a location outside of the gaming machine.

19. The method of claim 11, further comprising:
printing the game history frame.

20. The method of claim 11, further comprising:
applying a color reduction algorithm to the game history frame data.

21. The method of claim 11, further comprising:
applying a compression algorithm to the game history frame data.

22. The method of claim 11, further comprising:
applying an encryption algorithm to the game history frame data.

23. The method of claim 11, further comprising:
appending the game history frame signature to the game history frame data.

24. The method of claim 11, further comprising:
checking the memory available in the non-volatile storage device; and
when the memory is full,
removing the oldest game history frame data.

25. (Amended) A method of playing back a game history from a game presentation displayed on a gaming machine, the method comprising:

generating a sequence of game presentation frames used in a video game presentation controlled by a master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;

selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

incorporating frame data from the selected game presentation frame into a game history frame;

retrieving the game history from a game history database stored on a memory device wherein the game history includes at least one game history frame corresponding to one of a sequence of frames used in the game presentation displayed on the gaming machine;

validating game history frame data comprising the game history frame using a game history frame signature; and

displaying the game history frame to a display device.

26. The method of claim 25, wherein the game history database includes at least one game history frame from at least 10 different game presentations.

27. The method of claim 25, wherein the game history database includes a first game history frame from a first game presentation corresponding to a first type of game and a second game history frame from a second game presentation corresponding to a second type of game said first type of game different from said second type of game.

28. The method of claim 27, wherein a single game history frame playback code is used to display the first game history frame corresponding to the first type of game and the second game history frame corresponding to the second type of game.

29. The method of claim 25, wherein the display device is mounted to the gaming machine.

30. The method of claim 25, wherein the display device is physically separate from the gaming machine.

31. The method of claim 25, further comprising:
locating the game history frame corresponding to the game presentation in the game history database.

32. The method of claim 25, wherein the game history frame includes player identification information, game history information, game specific information or critical data.

33. The method of claim 25, further comprising:
decrypting the game history frame data.

34. The method of claim 25, further comprising:
uncompressing the game history frame data.

35. The method of claim 25, further comprising:
expanding the colors used to render the game history frame.

36. The method of claim 25, further comprising:
calculating a second game history frame signature from the game history frame data;
comparing the game history frame signature to the second game history frame signature;
and
when the game history frame signature and the second game history frame signature are not in agreement,
displaying an error message to the display device.

37. (Amended) A gaming machine comprising:
a master gaming controller designed or configured to

- i) control a game of chance played on the gaming machine;
- ii) to generate a sequence of game presentation frames used in a video game presentation on the gaming machine for the game of chance wherein each game presentation frame is stored in a frame buffer;
- iii) to select one or more game presentation frames stored in the frame buffer from the sequence of generated game presentation frames;
- iv) to incorporate frame data from the selected one or more game presentation frames into one or more game history frames;
- v) to store the one or more game history frames in a non-volatile storage device;

the frame buffer for storing the game presentation frames; and
the non-volatile storage device for storing the one or more game history frames and game history information.

38. The gaming machine of claim 37, wherein the non-volatile storage device includes at least one of a flash memory device, a battery powered memory device and a hard drive.

39. The gaming machine of claim 37, further comprising a camera used to record a player image from a player being presented the game presentation on the gaming machine.

40. The gaming machine claim 39, wherein the master gaming controller incorporates the player image into the game history frame.

41. The gaming machine of claim 37, wherein the master gaming controller incorporates game history information into the game history frame.

42. The gaming machine of claim 37, wherein the game presentation is selected from the group consisting of a video slot game presentation, a video keno game presentation, a video poker game presentation, a video pachinko game presentation and a video black jack game presentation.

43. The gaming machine of claim 37, further comprising:

a communication interface used to transmit game history frames to locations outside of the gaming machine.

44. The gaming machine of claim 37, further comprising:
a printer used to print game history frames.

45. The gaming machine of claim 37, further comprising:
a display device used to display game history frames.

46. A method of preserving a history of events that transpired on a gaming machine during play of a game, the method comprising:

from a series of video frames comprising a game presentation, selecting a game history frame having critical information about the game;

temporarily storing the game history frame in a frame buffer;

capturing the game history frame in a memory device in a manner allowing recall of the game history frame to reconstruct a game history;

temporarily storing another frame in the frame buffer from the series of video frames wherein the frame is not a game history frame;

displaying the other frame on the gaming machine; and

flushing said other frame from the frame buffer without capturing it to the memory device.

47. The method of claim 46, further comprising:
adding text describing a game event to the game history frame prior to capture.

48. The method of claim 46, further comprising:
generating a game history frame signature from data in the game history frame.

49. The method of claim 48, further comprising:
associating the game history frame signature to the game history frame.

50. The method of claim 46, further comprising:
playing back a game history including the game history frame together with other game history frames.

51. In a gaming machine including a master gaming controller, a display device and a memory device, a method of capturing a graphical information, the method comprising:

generating a sequence of video frames used in a video presentation controlled by the master gaming controller on the gaming machine wherein each video presentation frame is stored in a frame buffer;

selecting a video presentation frame stored in the frame buffer from the sequence of video presentation frames;

storing the selected video presentation frame in the memory device

outputting the sequence of frames to the display device.

52. The method of claim 51, wherein the video presentation includes a maintenance video presentation and game service presentation.

53. (Amended) In a gaming machine including a master gaming controller and a display device, a method of generating a game presentation, the method comprising:

retrieving one or more game history frames stored in a memory device wherein the game history frames contains game history information from one or more previous games wherein a first previous game is played on the gaming machine and second previous game is played on a second gaming machine;

generating a sequence of game presentation frames used in a video game presentation controlled by the master gaming controller on the gaming machine;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the video game presentation;

outputting the sequence of game presentation frames used in the video game presentation to the display device.

54. The method of claim 53, wherein the memory device is located on the gaming machine.

55. The method of claim 53, wherein the memory device is located outside of the gaming machine.

56. Cancelled.

57. The method of claim 53, further comprising:
creating a bonus game scenario from the game history information.

58. The method of claim 57, wherein the bonus game scenario is created from game history information from a first previous game played on the gaming machine and second previous game played on a second gaming machine.

59. The method of claim 1, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

60. The gaming machine of claim of claim 37, wherein the sequence of game presentation frames are generated using one or more of streaming video, 2-D graphics, 3-D graphics and combinations thereof.

61. In a gaming machine including a master gaming controller a display device and a memory device, a method of generating a game presentation, the method comprising:

in one or more games played on the gaming machine,

i)generating a sequence of game presentation frames used in a video game presentation for the game controlled by the master gaming controller on the gaming machine wherein each game presentation frame is stored in a frame buffer;

ii)selecting a game presentation frame stored in the frame buffer from the sequence of generated game presentation frames;

iii)incorporating frame data from the selected game presentation frame into a game history frame;

iv) storing the game history frame in the memory device;

retrieving one or more game history frames stored in the memory device wherein the game history frames contains game history information from one or more previous games played on the gaming machine;

generating a sequence of game presentation frames used in a second video game presentation controlled by the master gaming controller on the gaming machine;

incorporating game history frame data from the one or more game history frames into the one or more of the sequence of game presentation frames used in the second video game presentation; and

outputting the sequence of game presentation frames used in the second video game presentation to the display device.